

CLAIMS

The invention is claimed as follows:

- 5 1. A gaming device comprising:
 a display device;
 a primary game adapted to be displayed by the display device;
 a set of reels in the primary game including a plurality of primary
symbols;
10 a first secondary game adapted to be displayed by said display
device;
 a set of reels in the first secondary game including a plurality of
secondary symbols, wherein said secondary symbols include at least
one different symbol than the primary symbols;
15 a second secondary game adapted to be displayed by the
display device; and
 a processor which causes the display device to display the set
of reels in primary game, randomly determines the primary symbols
indicated by the set of reels in the primary game, causes the display
20 device to replace the set of reels in the primary game with the set of
reels in the first secondary game when a first triggering event occurs in
the primary game, randomly determines the secondary symbols
indicated by the set of reels of the first secondary game, and causes
the display device to replace the set of reels in the first secondary
25 game with the second secondary game when a second triggering event
occurs in the first secondary game, wherein the primary game does not
include a triggering event which causes the processor to cause the
display device to display the second secondary game.
- 30 2. The gaming device of Claim 1, wherein a plurality of the
secondary symbols of the first secondary game are different than the
primary symbols.

3. The gaming device of Claim 1, wherein all of the secondary symbols of the first secondary game are different than the primary symbols.

5 4. The gaming device of Claim 1, which includes less secondary symbols of the first secondary game than primary symbols.

5. The gaming device of Claim 1, wherein the second secondary game includes second secondary game symbols which are different
10 than the secondary symbols of the first secondary game.

6. A gaming device comprising:

a base game including a set of reels having a plurality of base game symbols;

15 a first bonus game including a set of reels having a plurality of first bonus game symbols, wherein the first bonus game symbols of said first bonus game are different than the base game symbols of the base game and wherein the plurality of first bonus game symbols in the first bonus game is less than the plurality of base
20 game symbols in the base game;

a second bonus game;

a display device; and

a processor in communication with the display device, which causes the display device to display the set of reels associated with
25 the base game, randomly determines the displayed base game symbols, causes the display device to replace the set of reels associated with the base game with the set of the reels associated with the first bonus game when a first triggering event occurs in the base game, randomly determines the displayed first bonus game
30 symbols, and provides the second bonus game to the player when a second triggering event occurs in the first bonus game, wherein the base game does not include a triggering event which causes the processor to provide the second bonus game.

7. The gaming device of Claim 6, wherein a plurality of the first bonus game symbols in the first bonus game are different than the base game symbols.

5 8. The gaming device of Claim 6, wherein the first bonus game symbols in the first bonus game are all different than the base game symbols.

9. A gaming device comprising:
10 a primary game;
a set of primary reels in the primary game including a plurality of primary symbols;
a first secondary game;
a set of secondary reels in the first secondary game including a
15 plurality of secondary symbols, wherein said secondary symbols of the first secondary game are different than the primary symbols and wherein the plurality of secondary game symbols of the first secondary game is less than the plurality of primary game symbols of the primary game;
20 a second secondary game;
a display device; and
a processor in communication with the display device which randomly determines the primary symbols indicated by the primary
25 the secondary reels when a first triggering event occurs on the primary reels, randomly determines the secondary symbols indicated by the secondary reels, provides the second secondary game when a second triggering event occurs on the secondary reels, wherein the primary game does not include a first triggering event which causes the
30 processor to provide the second secondary game.

10. The gaming device of Claim 9, wherein all of the secondary symbols in the first secondary game are different than the primary symbols.

11. The gaming device of Claim 9, which includes less secondary symbols in the first secondary game than the primary symbols.

5 12. A method for operating a gaming device, said method comprising the steps of:

(a) displaying on a display device a primary game including a set of primary reels having a plurality of primary symbols;

(b) enabling a player to play the primary game;

10 (c) replacing on said display device the primary reels with a set of secondary reels of a secondary game when a first triggering event occurs in the primary game, said secondary reels of the first secondary game including a plurality of secondary symbols which are different than the primary symbols;

15 (d) enabling the player to play the first secondary game on the display device; and

(e) replacing on said display device the secondary reels of the first secondary game with a second secondary game when a second triggering event occurs in the first secondary game, wherein
20 the primary game does not include a triggering event which causes the activation of the second secondary game.

13. The method of Claim 12, which includes a greater number of primary symbols than secondary symbols in the first secondary game.

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14. The method of Claim 12, wherein the secondary symbols are all different than the primary symbols.

15. The method of Claim 12, wherein the gaming device is operated
30 through a data network.

16. The method of Claim 15, wherein the data network is an internet.

17. A method for operating a gaming device, said method comprising the steps of:

(a) displaying on a display device a base game including a set of reels having a plurality of base game symbols;

5 (b) enabling a player to play the base game;

(c) replacing on said display device the base game with a first bonus game when a first triggering event occurs in the base game, said first bonus game including a set of reels having a plurality of first bonus game symbols, wherein the first bonus game symbols of said first bonus game are different than the base game symbols of the base game and wherein the plurality of first bonus game symbols in the first bonus game is less than the plurality of base game symbols in the base game;

15 (d) enabling a player to play the first bonus game; and

(e) providing a second bonus game to the player when a second triggering event occurs in the first bonus game, wherein the base game does not include a triggering event which causes activation of the second bonus game.

20 18. The method of Claim 17, wherein the first bonus game symbols are all different than the base game symbols.

19. The method of Claim 17, wherein the gaming device is operated through a data network.

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20. The method of Claim 19, wherein the data network is an internet.

21. A method for operating a gaming device, said method comprising the steps of:

(a) displaying on a display device a primary game including a set of primary reels having a plurality of primary symbols;

5 (b) enabling a player to play the primary game;

(c) replacing on said display device the primary game with a first secondary game when a first triggering event occurs on the primary reels, said secondary game including a set of secondary reels having a plurality of secondary symbols, wherein said secondary symbols of the first secondary game are different than the primary symbols and wherein the plurality of secondary game symbols of the first secondary game is less than the plurality of primary game symbols of the primary game;

15 (d) enabling a player to play the first secondary game; and

(e) providing a second secondary game when a second triggering event occurs on the secondary reels, wherein the primary game does not include a triggering event which causes activation of the second secondary game.

20 22. The method of Claim 21, wherein the secondary symbols are all different than the primary symbols.

23. The method of Claim 21, wherein the gaming device is operated through a data network.

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24. The method of Claim 23, wherein the data network is an internet.

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